POWER GLOVE GAMING SERIES

NES-5L-USA ★

Super GLOVEBALL™

REACHES A NEW DIMENSION IN GAME PLAY!

GAME GUIDE

LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

4522-0920

Thank you for purchasing SUPER GLOVE BALL™ by Mattel for your Nintendo Entertainment System for use with your Power Glove™ or NES controller. For greater game satisfaction read these instructions and save this game guide for future reference.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM
ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

CONTENTS

An A-mazing Story! 4
Power Up and Play 6
Control Pad Play-book 6
POWER GLOVE™ Play-book 8
Your Instrument Panel 10
Moving Around the Maze 11
Types of Rooms & Maze Map 12
Denizens of the Maze 14
Weapons & Power Items 15
Expert Exploration Tips 16
POWER GLOVE™ Tips 17

PRECAUTIONS

1 This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2 Avoid touching the game pak connectors. Do not get them wet or dirty. Doing so may damage the game.

3 Do not clean with benzene, paint thinner, alcohol, or other such solvents.

4 Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

SUPER GLOVE BALL:

YOUR SHUTTLE COMMANDER'S LOG

SPACEDATE: AUGUST 15, 2005

I had just started my repair work on the Allied Space Agency spy satellite, when I was caught in a dimensional rip in space. All outside contact has been severed. Without spacesuits or weapons my only hope is to use my jet-powered robo-repair glove to try to find a way out of this drifting maze in space.

SPACEDATE: AUGUST 16, 2005

I can't help but wonder whether this maze is a freak of nature or created by some alien race to test my intelligence. I have tried to break out, but nothing seems to work. The robo-glove is useless against the walls of force around me. There must be a way out.

AN A-MAZING STORY

SPACEDATE: RUGUST 17, 2005

Balls of energy seem to form out of thin air and float around this insidious space trap. I tried to hold one of these balls, but couldn't hold it for long. However, I have learned to hit these floating balls to break holes in the force field surrounding me. I am now moving onto the next level. Who knows what new challenge will be waiting for me?

SPACEDATE: RUGUST 18, 2005

There are things alive in here, strange things I've never seen before! They're trying to destroy me. So far my only defense seems to be hitting them with energy balls. My glove charges are getting low. I don't know whether I'm going to make it. This may be my last entry.

POWER UP AND PLAY

Insert the Game Pak into the slot in your Nintendo Entertainment System and turn on the power. You are now the Shuttle Commander, your mission: to find a way out of the maze. [NOTE: If you are using the Power Glove, calibrate and center as directed in your owner's manual before starting the game.]

Press START on Power Glove, joystick, or control pad to begin the game.

Use the robotic hand on screen to hit floating energy balls at tiles, blocks, tubes, and adversaries as you wander from room to room looking for the way out.

CONTROL PAD PLAY-BOOK

The game automatically knows that you are using a control pad or joystick.

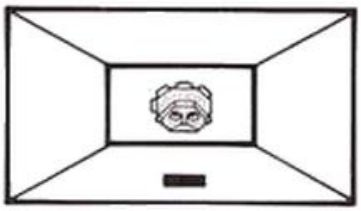
START:

- Press to begin game play.
- Press during play to pause, press again to restart game.

SELECT:

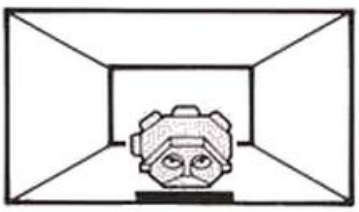
• **Hold down** select button while moving to an available room when you clear the wall of your choice.

• **Hit** select button to fire robo-bullets. Press control pad arrow while firing to curve bullets.



A BUTTON:

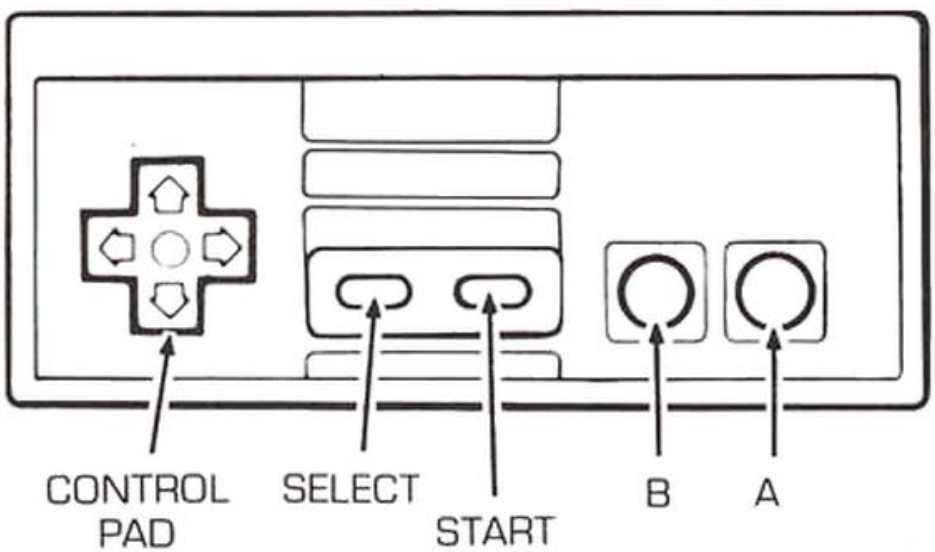
• Press and hold down to move robo-glove into the room. Release button to move robo-glove back out of the room.



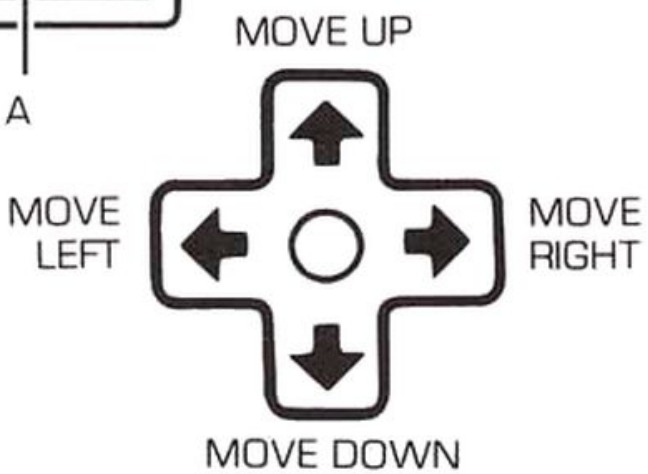
B BUTTON:

• Press to make a fist for punching and grabbing.

• Press **B**, then release to launch a new ball.

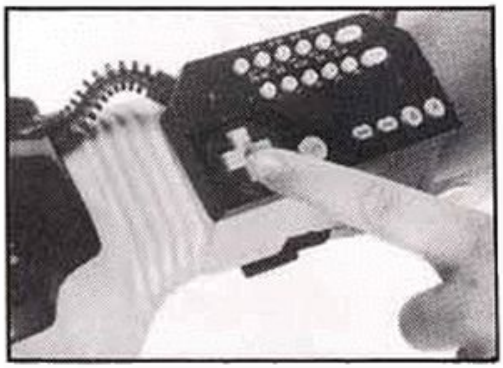


Use Directional Controls to hit the ball with the robo-glove.



POWER GLOVE™ PLAY-BOOK

The Power Glove gives you "intuitive control." The robo-glove onscreen will echo your Power Glove moves. The game automatically knows that you are using the Power Glove.

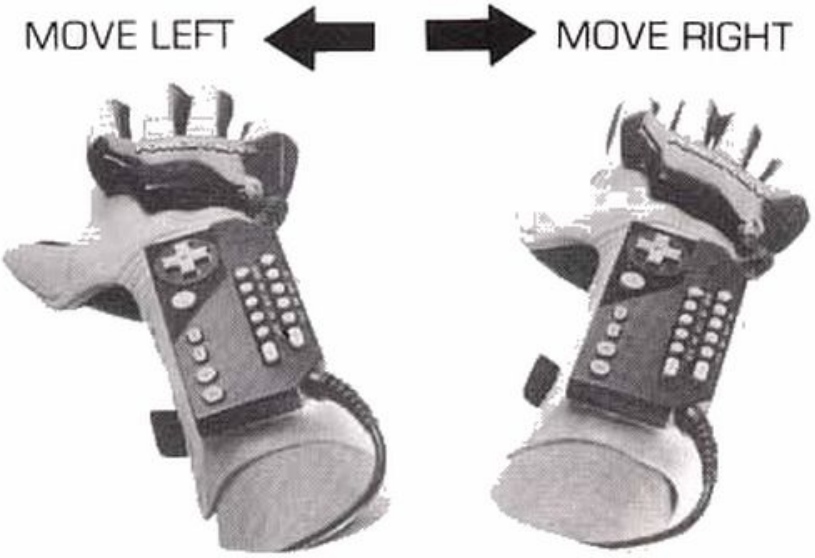


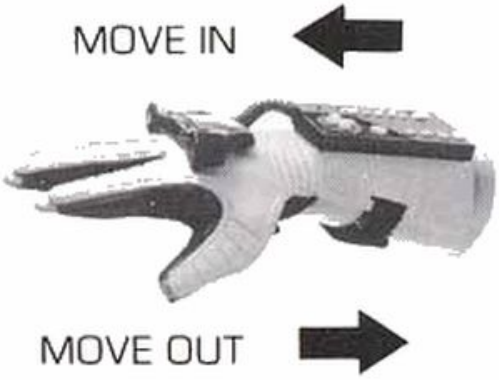
START:

- Press to begin game play.
- Press during play to pause, press again to restart game.

SELECT:

- **Hold down** select button while moving to an available room when you clear the wall of your choice.





EXCLUSIVE POWER GLOVE MOVE!

To **CURVE** the path of the ball, twist your wrist when you hit it.

To use **POWER PUNCH,** make a fist + punch in desired direction.

Make a fist to **CATCH** the ball.

Open hand to **THROW** it.

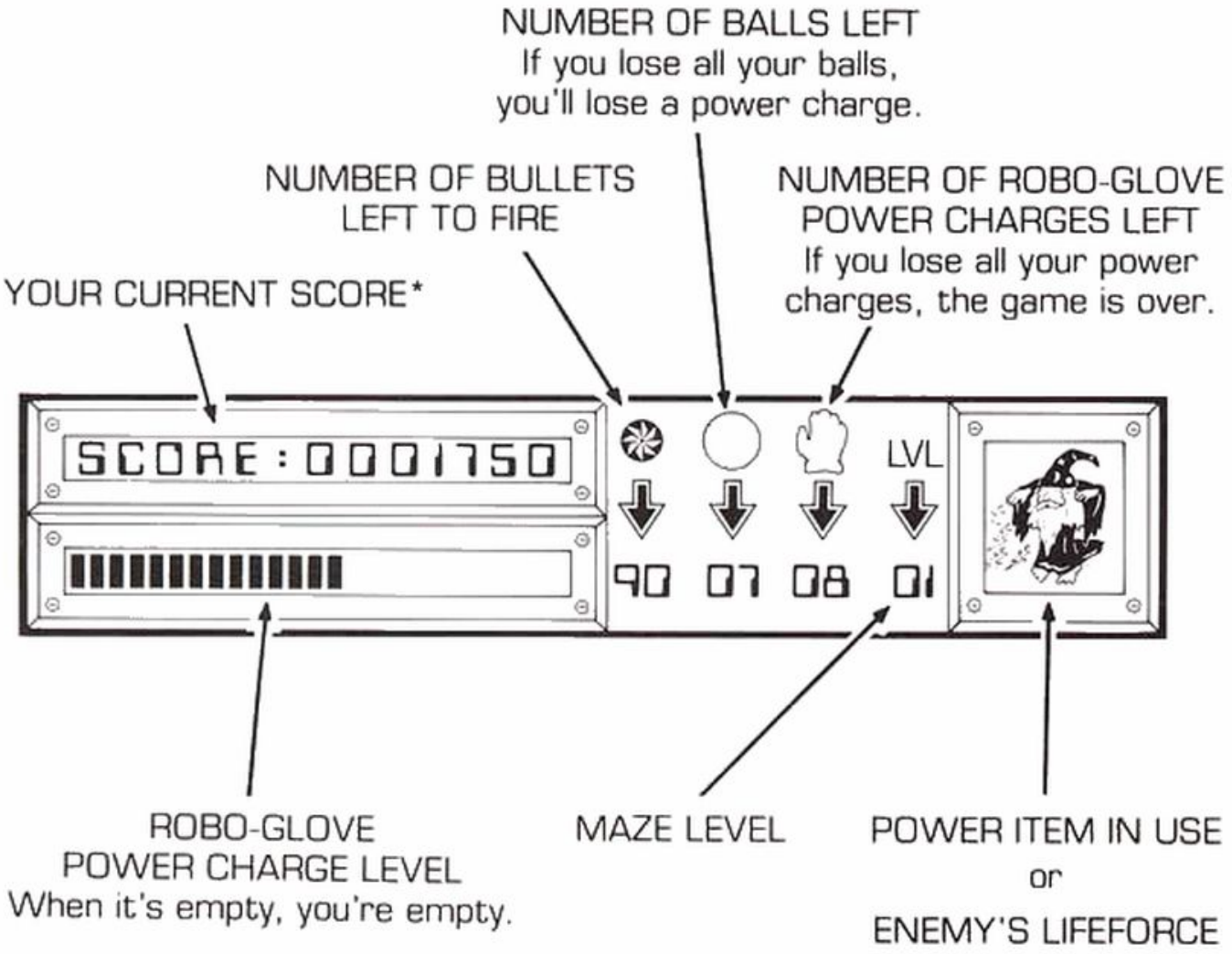
To launch a new ball when you lose one, make a fist, then open hand.

2 WAYS TO FIRE ROBO-BULLETS

- Point index finger while bending last 3 fingers as shown.
- Press and release the **A** button on the Power Glove control pad.

NOTE: You can curve the path of the bullet by moving in a direction while firing.

YOUR INSTRUMENT PANEL


NUMBER OF BALLS LEFT
If you lose all your balls, you'll lose a power charge.
NUMBER OF BULLETS LEFT TO FIRE
NUMBER OF ROBO-GLOVE POWER CHARGES LEFT
If you lose all your power charges, the game is over.
YOUR CURRENT SCORE*
SCORE:0001750
LVL
90 07 08 01
ROBO-GLOVE POWER CHARGE LEVEL
When it's empty, you're empty.
MAZE LEVEL
POWER ITEM IN USE
or
ENEMY'S LIFEFORCE

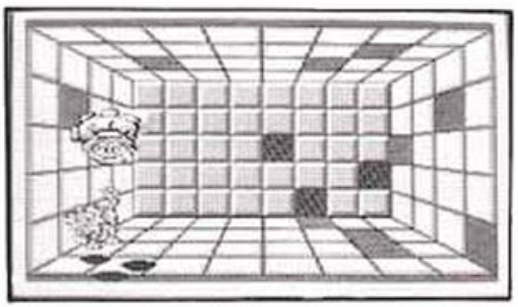
*At the end of the game a high score table of the top 10 scores will be displayed on the television screen. The table is erased once the power is turned off.

MOVING AROUND THE MAZE

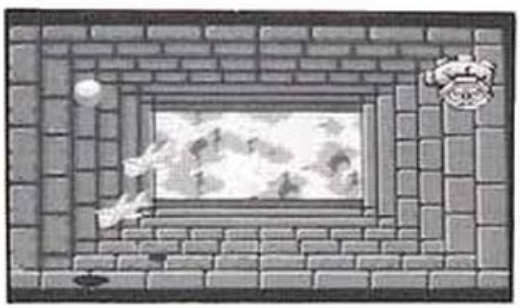
- You can always hit, catch, or punch an energy ball with your onscreen glove. Punching the ball gives you special moves. However, it is hard to control the direction in which the ball travels when you punch it.
- For the most part, when the ball hits an obstacle it is destroyed. There are some enemies that may require extra hits or a power item to destroy and there are some tiles that are indestructible.
- In general when you knock out an entire wall of a room you may move your robo-glove through the opening you've created to go to another room. You may choose to move in the direction indicated by the arrow or continue playing until you clear another wall. To move to another room, press and hold SELECT then move directional pad or Power Glove in the direction of the room you want to explore.
- If nothing happens when you try to move to another room, you have run into part of the indestructible outer skin of the maze. Look around! You might find the hidden escape room that leads out of the maze. Otherwise, you'll have to continue playing in the current room until you find a way out.
- The triangle on the back of the robo-glove turns blue when you're holding a ball.

TYPES OF ROOMS

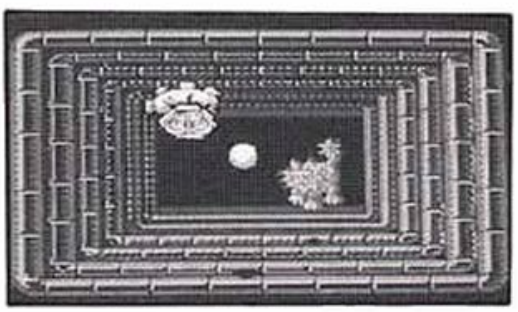
There are six major types of rooms you can enter. Each type of room has its own characteristics and creatures. Discovering the mysteries of the different types of rooms of the maze is the real key to finding your way out. For example, in some rooms you must solve a puzzle wall instead of knocking out a wall to move to the next room.



TECH TILE ROOM
Special training features for beginners.



THE DEAD POOL PIT
If the ball hits the water, watch out! Things can get wild.



SUB-LEVEL STEAM TUNNEL
A real test of your survival skills.

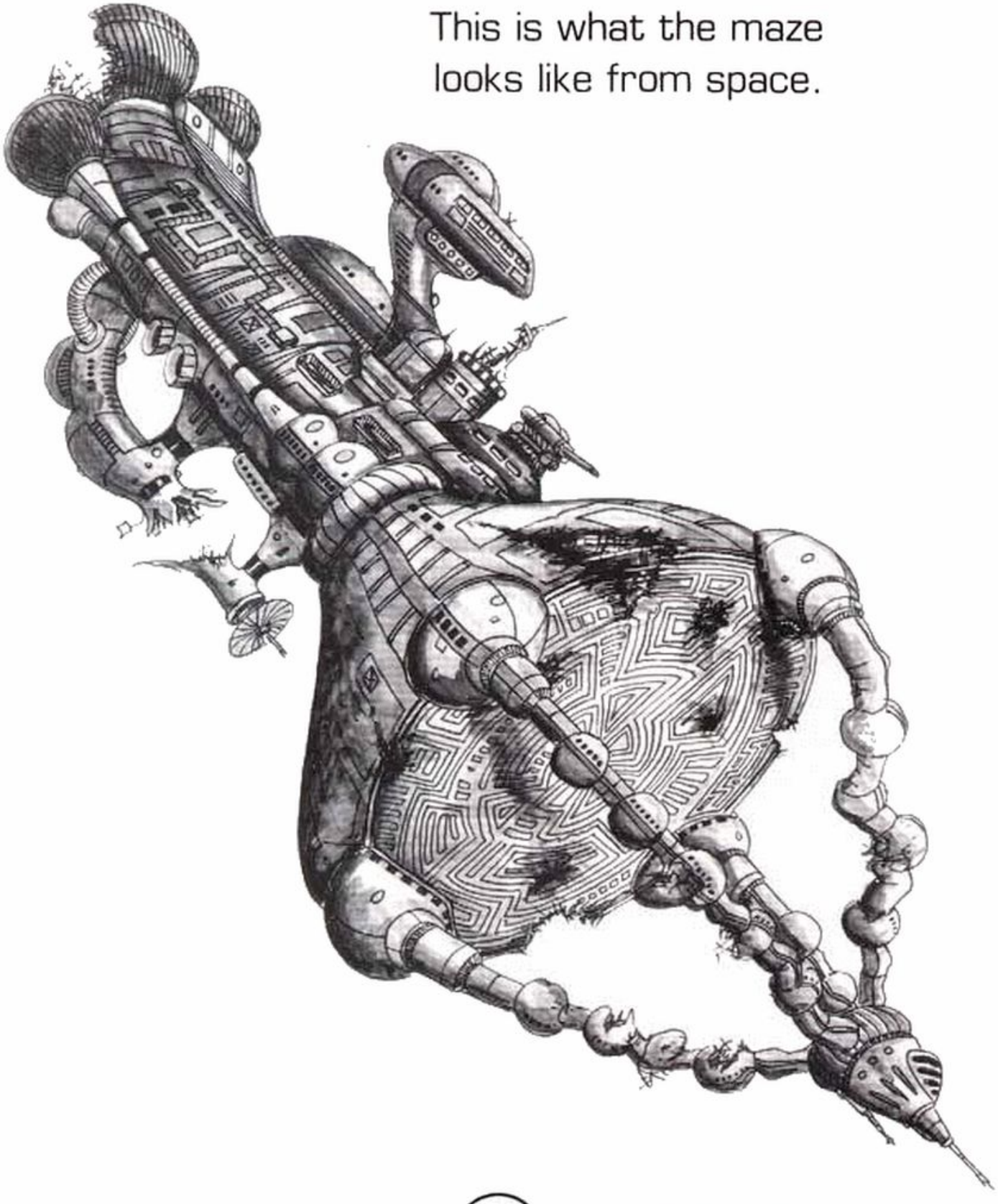
PUZZLER ROOM A real battle of wits.

BOUNCEBACK BONUS ROOM
You must hit a secret, unmarked tile to enter.

ESCAPE ROOM It's up to you to find it!

MAZE MAP

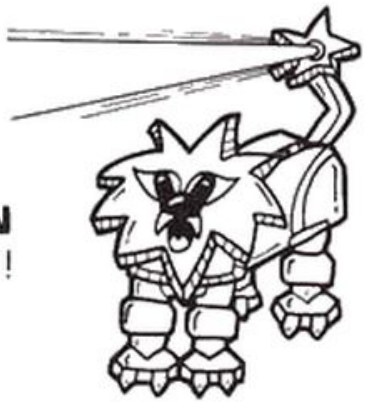
This is what the maze looks like from space.



DENIZENS OF THE MAZE

Most of the power hungry creatures you'll encounter are confined to certain types of rooms, but a few are free to roam the entire maze. Use the ball or your power items to destroy them before they destroy you. Here are the enemies you are most likely to encounter, there may be others as well.

THE WIZZARD
An en-lightening fellow!



IRON LION
Watch out for his tail!

KAMIKAZE BARNACLES
Possess explosive personalities.

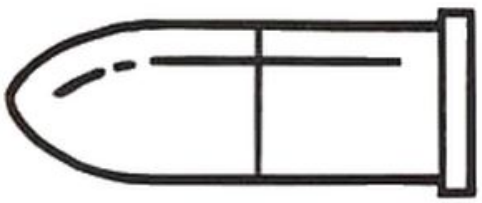
FREE-ROAMING SNIZZARD
Be prepared to take a licking.

ROCKET BULLET
Shoots out anytime, anywhere.

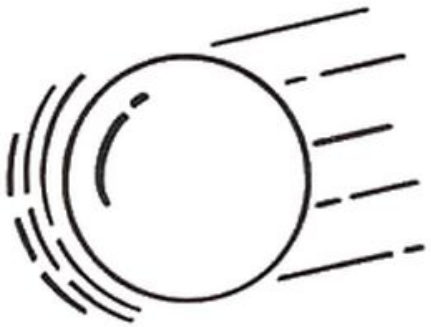
STONE SHARK
It loves finger food.

WEAPONS & POWER ITEMS

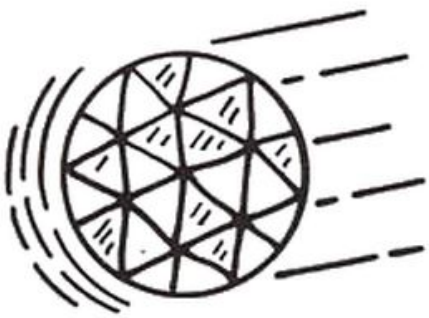
To earn any of these items, touch them or hit tiles with a "?"



ROBO-BULLETS
Fire to kill enemies or activate other power items.



SUPER BALL
Give the ball extra bounce.



ICE BALL
Slows enemies temporarily.

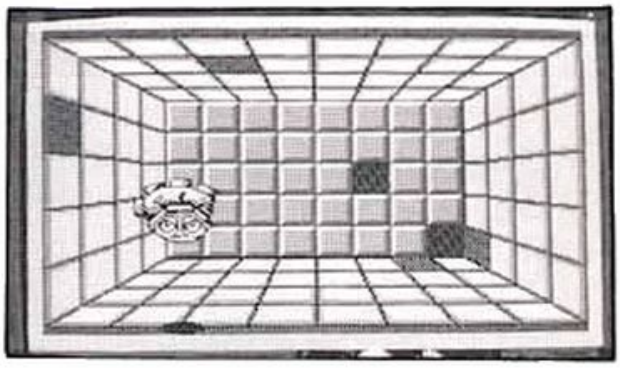
BOMB BALL
Maze Meanies will get a blast out of it.

There may be other surprising powers at your disposal. The game gets more and more difficult as it goes along. So, practice using as many weapons and power items as you can at the beginning of the game.

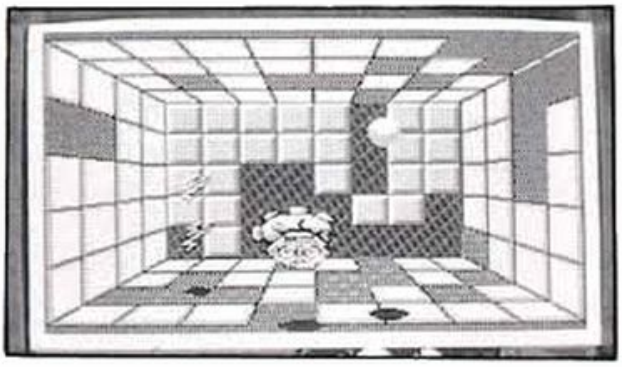
EXPERT EXPLORATION ADVICE

PLAYER'S TIPS

1 Anyone can zap a maze-dweller, but only the most cunning players will find their way out of this space trap. Make a map as you explore this a-mazing place.



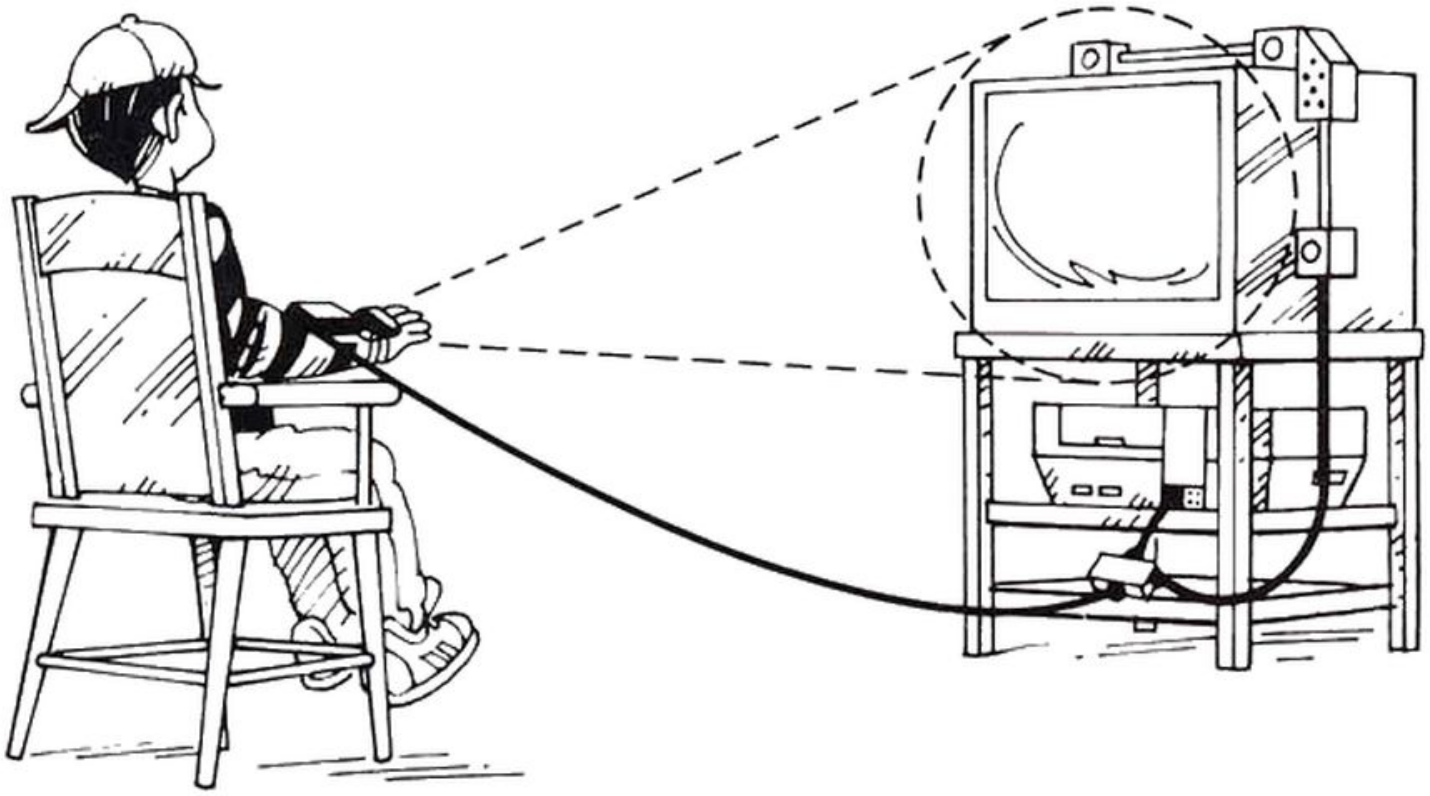
2 It is very easy to lose energy balls. Enemies eat them or players miss them. Don't get discouraged. The more you practice the fewer balls you will lose.



3 It may take you some time to get used to moving in a 3-D space, especially moving in and out. Here's one way to tell if the robo-glove and the ball are at the same depth: compare the robo-glove position with the shadow the ball throws.

POWER GLOVE PLAYER'S TIPS

1 IT IS **VERY** IMPORTANT TO STAY IN THE SENSING ZONE ONCE YOU ARE CENTERED. Rest your elbow on your knee or a chair arm when moving the Power Glove. The entire robo-glove will change color when you move out of the sensing zone.



2 The title screen will blink if the Power Glove is not in the sensing zone when you power up the game. The title screen will stop blinking when you are centering the Power Glove within the sensing zone.

90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any toy product it manufactures that the product will be free from defects in material or workmanship for 90 days (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date-of-purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at **our** option. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse. **Valid only in U.S.A.**

Send only product to the address listed above. Send all correspondence to Consumer Relations, 5150 Rosecrans Ave., Hawthorne, CA 90250 or you may phone us toll-free at (800) 421-2887 (Alaska and Hawaii residents phone (213) 978-6128, 6129, 6130 or 6133) Monday thru Friday between the hours of 8:00 AM and 4:30 PM PST (11:00 AM and 7:30 PM EST).

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict compliance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in acccordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

00802

© 1990 Mattel, Inc., Hawthorne, CA 90250 U.S.A.
PRINTED IN JAPAN. All Rights Reserved.